Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
L1	5138	interact\$3 ADJ gam\$3	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT	OR	ON	2007/01/23 12:36
1.2	47	L1 AND (head ADJ movement)	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT	OR	ON	2007/01/23 16:18
L3	69	L1 AND (hand ADJ movement)	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT	OR	ON	2007/01/23 14:59
L4	77	(game ADJ control) AND (hand ADJ movement)	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT	OR	ON	2007/01/23 15:00
S6	132	eye ADJ toy	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT	OR	ON	2007/01/22 09:09
S7	16	eyetoy	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT	OR	ON	2007/01/22 09:13
S14	50384	(three ADj dimension\$3) AND camera	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT	OR	ON	2007/01/22 09:29
S15	11221	(three ADj dimension\$3) WITH camera	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT	OR	ON	2007/01/22 09:29

S16	17204	(three ADj dimension\$3) SAME camera	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT	OR	·ON	2007/01/22 09:29
S17	30406	gaming	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT	OR	ON	2007/01/22 09:30
S20	6937	S17 AND ("463"/\$).ccls.	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT	OR	ON	2007/01/22 09:31
S21	67	S20 AND ((three ADj dimension\$3) SAME camera)	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT	OR	ON	2007/01/22 09:38
S22	445	S20 AND (input SAME camera)	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT	OR	·ON	2007/01/22 09:38
S23	260	S20 AND (control SAME camera)	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT	OR	ON	2007/01/22 09:55
S24	4	S20 AND ((motion ADJ sensing) SAME camera)	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT	OR	ON	2007/01/22 10:00
S25	7	("463"/\$).ccls. AND ((motion ADJ sensing) SAME camera)	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT	OR	ON	2007/01/22 10:01

S26	18	gaming AND ((motion ADJ sensing) SAME camera)	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT	OR	ON	2007/01/22 10:02
S27	1	gaming AND ((motion ADJ detecting) SAME camera)	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT	OR	ON	2007/01/22 10:02
S28	1	gaming AND ((motion ADJ detecting) WITH camera)	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT	OR	ON	2007/01/22 10:03
`S29	13	gaming AND ((motion ADJ sensing) WITH camera)	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT	OR	ON	2007/01/22 10:03
S30	190	gaming AND ((image ADJ acquir\$3) WITH camera)	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT	OR	ON	2007/01/22 10:04
S34	6464	(three ADJ dimension) SAME control	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT	OR	ON	2007/01/22 14:52
S35	10	S20 AND ((three ADJ dimension) SAME control)	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT	OR	ON	2007/01/22 15:05
S36	73	S20 AND (three ADJ dimension)	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT	OR	ON	2007/01/22 15:19

S37	60	("463"/\$).ccls. AND three-dimension	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT	OR	ON	2007/01/22 15:41
S38.	7	three-dimension ADJ games	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT	OR	ON	2007/01/22 15:41
S39	472	(human ADJ control) AND gam\$3	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT	OR	ON	2007/01/23 08:44
S41	5138	interact\$3 ADJ gam\$3	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT	OR	ON	2007/01/23 08:46
S42	1185	S41 AND camera	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT	OR	ON	2007/01/23 08:46
S43	20	S42 AND (user ADJ image)	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT	OR	ON	2007/01/23 08:51
S44	. 33	S41 AND (user ADJ image)	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT	OR -	ON	2007/01/23 08:54
S45	3934	S41 AND (control)	US-PGPUB; USPAT; USOCR; FPRS; EPO; JPO; DERWENT	OR	ON	2007/01/23 08:54